

**PQ**

*The Party Quiz Game™*

*Gamer Guide*

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## ***Introduction***

### ***What is Party Quiz™?***

**Party Quiz™** is a fast paced computer quiz game that frees all players from the restraints of the keyboard. All interaction with the computer can take place using the Quick Response™ Controllers, eliminating a crowd around the computer console. Party Quiz is a game for quiz game players. Computer expertise is not required.

*Some of the many features:*

- 1 to 4 Player and Team Options
- Lightning Bonus Rounds
- Varying Degrees of Competition
- P.Q.U. Dean's List
- Individual player handicapping
- Game Pause Feature

*PQ is designed to be used with a number of different home computer systems. Most of the steps are the same across all of the systems. In cases where connections and/or commands differ, the distinctions are clearly indicated.*

*If you like **PQ™**, you'll love Suncom's Supplemental Question Library Software.*

*Thousands more questions on every diskette.*

*Watch your favorite retailer's line-up for **General Edition 2**, **General Edition 3**, **Sports Editions**, **Entertainment Editions** (including **TV** questions), **Educational Editions** and more.*

*PQ was designed by Tom Quinn Jr.  
Programming by: Joe Hellesen of Windy City Software*

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*All photographs in this booklet are of Atari home computer screens. Some variations of screen style may exist between versions of PQ for different computer systems.*

## **Object of the Game**

The object of Party Quiz is to correctly answer the computer's questions as quickly as possible, before time runs out. The highest scores are awarded for the quickest responses.

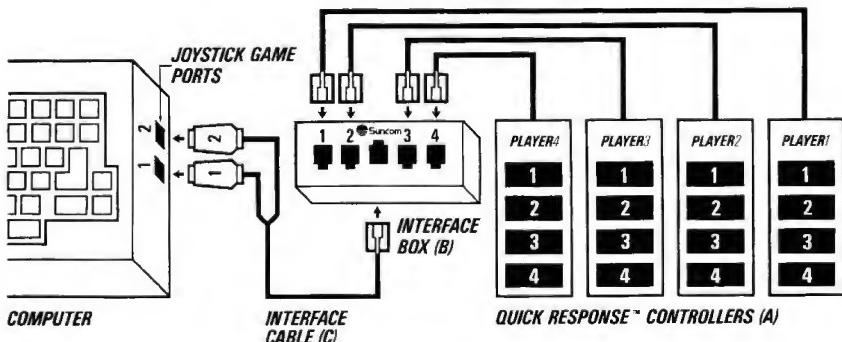
## **Equipment Requirements**

The Commodore 64 version of Party Quiz requires a Commodore 64 computer, a disk drive, and a TV or monitor. The Atari version of Party Quiz requires one of the Atari family of computers (400, 800, 600XL, 800XL, 1200XL) with at least 32K RAM, a disk drive, and a TV or monitor. The Apple version of Party Quiz requires an Apple II, II+, IIe, IIc or Franklin computer with 48K, a disk drive and a TV or monitor. Included with Party Quiz are:

- (A) Four (4) Quick Response™ Controllers with cables
- (B) The PQ Controller Interface Box (looks like a telephone junction box with 5 jacks)
- (C) A cable to connect the interface box to the computer (one modular telephone-type plug at one end, and two game control plugs at the other end)
- (D) Four numbered stickers to be placed on the controllers
- (E) The Party Quiz Program Diskette
- (F) General Edition I Question Diskette
- (G) This Gamer's Guide

## **Installation (Atari & Commodore)**

First, make sure that your computer is properly connected to the disk drive and TV or monitor. Please refer to your owner's manuals for directions.



The next step is to connect the PQ Interface Box (B) to the computer. There are five connector jacks on the interface; four are numbered for connecting the four Quick Response Controllers. In the center of the interface box is a fifth jack, located under the

Suncom logo. This fifth jack accepts the single connector at the end of the interface cable (**C**). Plug the single end connector into the center jack on the interface box (**B**). At the other end of the interface cable (**C**) are two connectors which plug into the two joystick game control ports on the computer. These connectors are labelled 1 and 2. Plug connector 1 into game control port 1 and connector 2 into game control port 2.

The four numbered stickers (**D**) fit into the cavity above the buttons on each of the controllers (**A**). Peel the backing from each sticker and place one sticker on each controller.

Once the controllers (**A**) have been numbered, plug the connector at the end of the cable on controller number 1 into the jack labelled number 1 on the interface box (**B**). The connector will only fit one way (it can't be inserted incorrectly) and must be pushed in until it locks with a 'snap.' Continue connecting the remaining controllers (**A**) into the numbered interface jacks, making sure that the numbers on the interface (**B**) and controllers (**A**) match up.

Once these connections have been made hookup is complete. To ensure proper operation of the Quick Response controllers (**A**), review all connections. It is very important that the two numbered connectors at the end of the interface cable (**C**) going into the computer are in their properly numbered game control ports.

## **IMPORTANT**

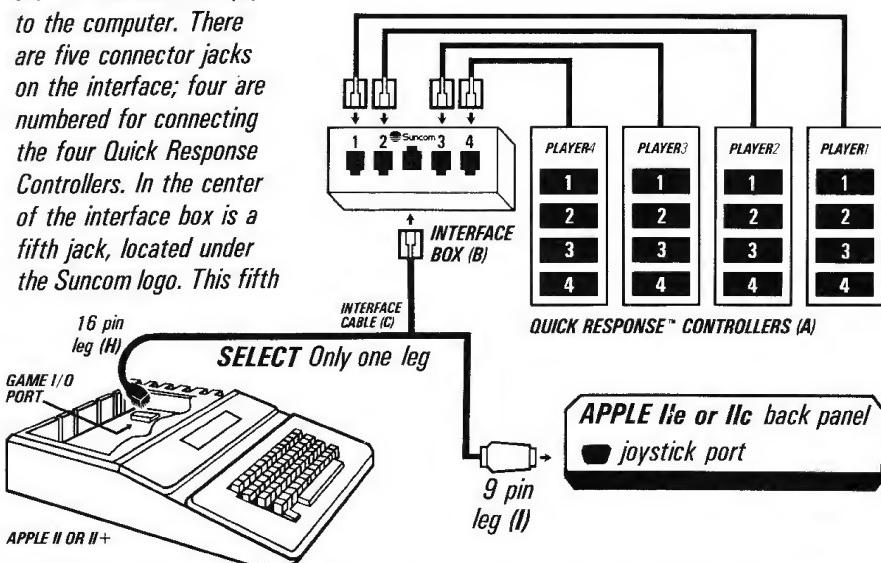
***Loading the Party Quiz program should be attempted only after the Quick Response Controllers and interface have been properly hooked up to the computer.***

*An attempted load without the controllers connected may cause the controllers to malfunction. If the controllers are not connected until after the program load, it is necessary to press the **RESET** (on the Atari) or function key **F1** (on the Commodore) to assure proper operation.*

## **Installation (Apple Computers)**

*First, make sure that your computer is properly connected to the disk drive and TV or monitor. Please refer to your owners manual for directions.*

*The next step is to connect the PQ Interface Box (B) to the computer. There are five connector jacks on the interface; four are numbered for connecting the four Quick Response Controllers. In the center of the interface box is a fifth jack, located under the Suncom logo. This fifth*



*jack accepts the single connector at the end of the interface cable (C). Plug the single end connector into the center jack on the interface box (B). At the other end of the interface cable (C) are two connectors. These connectors are wired together and separated into two legs. The leg with the 16 pin connector (H) is for use with the Apple II, II+ or Franklin computers. First remove the protective materials from the 16 pin connector. Then remove the computer's top cover and insert the 16 pin plug into the GAME I/O PORT.*

*If you have an Apple IIe or IIc, the leg with the 9 pin plug (I) is to be connected to the 9 pin joystick or mouse port on the back panel of your computer. DO NOT UNDER ANY CIRCUMSTANCES ATTEMPT TO CONNECT TWO COMPUTERS AT ONCE. Be sure that the 16 pin plug remains in its protective materials if not in use.*

**WARNING! ON THE APPLE II AND II+, MAKE SURE THAT THE COMPUTER IS OFF BEFORE YOU PLUG IN THE 16 pin connector.**

*The four numbered stickers (D) fit into the cavity above the buttons on each of the controllers (A). Peel the backing from each sticker and place one sticker on each controller.*

*Once the controllers (A) have been numbered, plug the connector at the end of the cable on controller number 1 into the jack labelled number 1 on the interface box (B). The connector will only fit one way (it can't be inserted incorrectly) and must be pushed in until it locks with a 'snap.' Continue connecting the remaining controllers (A) into the numbered interface jacks, making sure that the numbers on the interface (B) and controllers (A) match up.*

*Once these connections have been made hookup is complete. To ensure proper operation of the Quick Response controllers (A), review all connections.*

## **IMPORTANT**

***Loading the Party Quiz program should be attempted only after the Quick Response Controllers and interface have been properly hooked up to the computer.***

*An attempted load without the controllers connected may cause the controllers to malfunction. If the controllers are not connected until after the program load, it is necessary to press the RESET to assure proper operation.*

### ***Loading the Program (Apple Computers)***

*To begin loading, the computer should be turned OFF and the TV/monitor should be turned ON.*

- Open the disk drive door (disk drive #1 in a two drive system) and insert the PQ PROGRAM DISK with its label facing up. Close the disk drive door.
- Turn on your computer's power switch. After a few moments the Party Quiz title screen will appear. At this point loading is complete. If the screen shows any error messages, make sure the controls and interface are properly connected. Refer to the beginning of this section to begin loading again.
- Open the disk drive door, remove the Program Disk and place it in its protective envelope. Place the Question Disk in the disk drive with the label facing up. Close the drive door. Press button #1 on controller #1 to let the computer know that the Question Disk has been inserted.

## **Loading the Program (Atari Computers)**

To begin the load, the computer should be turned OFF, and the disk drive and TV/Monitor should be turned ON. Remove any cartridges from the system.

- When the disk drive "busy" light turns off, open the disk drive door and insert the PQ Program Disk, with the side labelled "**This Side-ATARI**" facing up. Close the disk drive door.
- Turn the computer ON. The familiar 'beeps' of the disk being loaded can be heard over the television speaker.

**Note:** If your computer is either an Atari 600XL or an Atari 800XL, you must hold down the **OPTION** button on the computer console while turning the computer ON.

- After a few moments the Party Quiz title screen will appear. At this point loading is complete. If the screen shows any error messages, make sure the controls and interface are properly connected. Also, check your owner's manuals to see if the disk drive is properly connected. Refer to the beginning of this section to begin loading again.
- When starting to play the game the first time after loading, the following message will appear:

**To use Questions on PROGRAM DISK,**

**Press Button #1 on Controller #1.**

**To use a different QUESTION DISK,**

**Remove Program Disk,**

**Insert QUESTION DISK,**

**Press Button #1 on Controller #1.**

The Atari version of Party Quiz comes with questions on both the Program Disk and the General Edition I Question Disk. If you wish to use the questions contained on the Program disk, you must simply press button #1 on controller #1.

If you wish to use the questions contained on the separate Question Disk, open the disk drive door, remove the Program Disk, and place it in its protective envelope. Place the Question Disk in the disk drive with the side labelled "**This Side-ATARI**" facing up. Close the disk drive door. Press button #1 on controller #1 to let the computer know that the Question Disk has been inserted.

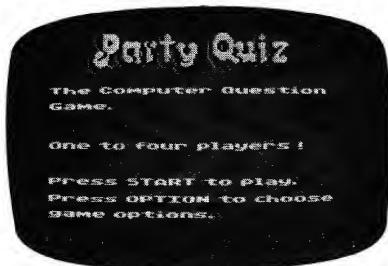
## **Loading the Program (Commodore 64 Computer)**

- To begin the load, remove any cartridges from the system, and turn the computer and disk drive ON.
- When the disk drive "busy" light turns off, open the disk drive door and insert the PQ Program Disk, with the side labelled "**This Side-COMMODORE**" facing up. Close the disk drive door.
- Type **LOAD "\*", 8,1** and press **RETURN** The computer will respond with

**SEARCHING FOR \***

**LOADING**

- If you do not get this message, check to make sure all equipment is connected properly, and the proper disk is inserted correctly.
- After a few moments the Party Quiz title screen will appear. At this point loading is complete. If the screen shows any error messages, make sure the controls and interface are properly connected. Also, check your owner's manuals to see if the disk drive is properly connected. Refer to the beginning of this section to begin loading again.
- When starting to play the game the first time after loading, the following message will appear:



**Remove Program Disk  
Insert Question Disk, then  
press button #1 on controller #1**

*Open the disk drive door, remove the Program Disk and place it in its protective envelope. Place the Question Disk in the Disk Drive with the side labelled "**This Side-COMMODORE**" facing up. Close the disk drive door. Press*

*button #1 on controller #1 to let the computer know that the question disk has been inserted.*

## **Party Quiz Game Options**

The Quick Response Controllers were designed to allow operation of the game without need for the computer keyboard. The only function performed exclusively by the keyboard is the game pause, which is activated and deactivated by pressing the **SPACE** bar. All selection of options and starting game play can be done using the buttons on controller #1. (Only controller #1 may be used). Buttons 1, 2 and 3 on controller #1 perform the same functions as the **F3**, **F5** and **F7** function keys on the Commodore 64, and the **OPTION**, **SELECT**, and **START** keys on the Atari keyboard, and the numeral keys 1, 2, and 3 across the top of the Apple keyboard. From this point on the operation of the Commodore, Atari and Apple version is identical. The Atari **RESET**, **OPTION**, **SELECT** and **START** keys serve the same function as the **F1**, **F3**, **F5**, and **F7** function keys on the Commodore and the **RESET**, **1**, **2** and **3** keys across the top of the Apple keyboard.

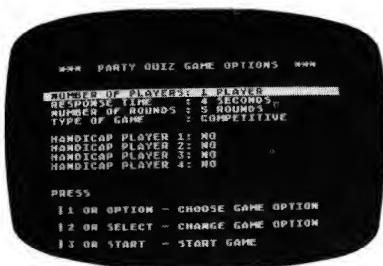
### **Option Screen**

**Atari**—Pressing the **OPTION** key will cause the Option screen to be displayed.

**Commodore**—Pressing the **F3** key will cause the Option screen to be displayed.

**Apple**—Pressing the **1** key will cause the option screen to be displayed. This screen allows variation of game options.

### **Number of Players**



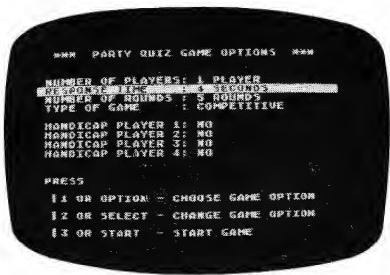
**Atari**—Press the **OPTION** key or button #1 until the **NUMBER OF PLAYERS** option is highlighted in white. Pressing the **SELECT** key or button #2 changes the option to 2 players, 3 players, 4 players, or 4 players/2 teams.

**Commodore**—Press the **F3** key or button #1 until the **NUMBER OF PLAYERS** option is highlighted in white. Pressing the **F5** key or button #2 changes the option to 2 players, 3 players, 4 players, or 4 players/2 teams.

**Apple**—Press the **1** key or button #1 until the **NUMBER OF PLAYERS** option is highlighted in white. Pressing the **2** key or button #2 changes the option to 2 players, 3 players, 4 players or 4 players/2 teams. Note: On Apple IIc it is only possible to use two PQ controllers. Controllers #3 and #4 will not function. You may however play with more than two players by doubling up on controllers #1 and #2 in the two player mode.

*This option is preset to one player. The one player game mode allows all four controllers to be used to respond to the questions. This means that additional players can take part in a one player game to collaborate on one score. In a 4 Players/2 Teams game, players using controllers #1 and #2 play as one team (score #1), and players using controllers #3 and #4 play as a second team (score #2).*

### **Response Time**



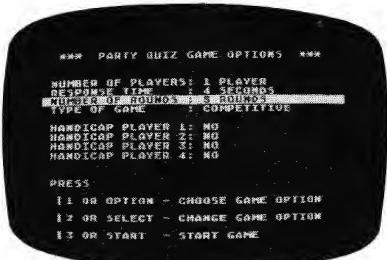
**Atari**—Press the **OPTION** key or button #1 until the **RESPONSE TIME** option is highlighted in white. Pressing the **SELECT** key or button #2 changes this option to 5 seconds, 10 seconds, or 3 seconds.

*F5 key or button #2 changes this option to 5 seconds, 10 seconds, or 3 seconds.*

**Apple**—Press the 1 key or button #1 until the **RESPONSE TIME OPTION** is highlighted in white. Pressing the 2 key or button #2 changes this option to 3, 5 or 10 seconds.

*This option is preset to 4 seconds. A 10 second game has a leisurely introductory pace, while a 3 second game is very fast paced and frantic.*

### **Number of Rounds**



**Atari**—Press the **OPTION** key or button #1 until the **NUMBER OF ROUNDS** option is highlighted in white. Pressing the **SELECT** or button #2 changes this option to 8, 12, 16 or 20 rounds.

**Commodore**—Press the **F3** key or button #1 until the **NUMBER OF ROUNDS** option is highlighted in white. Pressing **F5** or button #2 changes this option to 8, 12, 16 or 20 rounds.

**Apple**—Press the 1 key or button #1 until the **NUMBER OF ROUNDS** is highlighted in white. Pressing the 2 key or button #2 changes this option to 8, 12, 16 or 20 rounds.

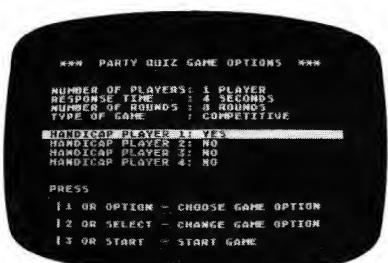
## Type of Game



**Apple**—Press the 1 key or button #1 until the **TYPE OF GAME** is highlighted in white. Pressing the 2 key or button #2 changes this option to **SOCIAL** mode.

This option is preset to **COMPETITIVE** mode. In **COMPETITIVE** mode all players compete at once to correctly answer questions before their opponents and before time runs out. Only the first correct answer wins the points for that question. **SOCIAL** mode allows all players to attempt an answer, even after a correct answer is received. Points are awarded for all correct answers, with the most points being awarded to the first to answer correctly.

## Handicapping



**Apple**—Press the 1 key or button #1 allows you to select the player to be handicapped. Pressing the 2 key or button #2 places or removes a handicap from that player.

A handicap on a player is indicated with a "YES". A handicapped player is given only half the amount of response time that is allotted to un-handicapped players. For example, if the **RESPONSE TIME** option is set to 4 seconds and player number 2 is handicapped, that player will be able to answer a question only during the last two seconds of response time. His controller will be inactive during the first two seconds.

**Atari**—Press the **OPTION** key or button #1 until the **TYPE OF GAME** option is highlighted in white. Pressing the **SELECT** key or button #2 changes this option to **SOCIAL** mode.

**Commodore**—Press the **F3** key or button #1 until the **TYPE OF GAME** option is highlighted in white. Pressing the **F5** key or button #2 changes this option to **SOCIAL** mode.

**Atari**—Pressing the **OPTION** key or button #1 allows you to select the player to be handicapped. Pressing the **SELECT** key or button #2 places or removes a handicap from that player.

**Commodore**—Pressing the **F3** key or button #1 allows you to select the player to be handicapped. Pressing the **F5** key or button #2 places or removes a handicap from that player.

## **Playing Party Quiz**

Pressing button #3 on controller #1 will begin game play. The Atari **START** key, the Commodore **F7** key or the Apple 3 key will also start the game.



Depending on the number of players, up to four scores will appear across the top of the screen. At the bottom of the game screen will be a countdown clock and a timer bar. The questions and answers appear in the middle of the screen. For a multiple choice question there will be four possible answers to choose from; for a true/false question there will, of course, be only 2.

The computer will display the question and possible answers, set the timer bar and set the countdown clock. The clock is initially set to 1,000 points for a multiple choice question, or 500 points for a true/false. When the answers appear, the clock begins to count down, and the controllers are activated. If a player's controller is inactive, either because he is handicapped or because

he has entered an incorrect guess, his score will be dimmer than the others.

Players select the answer they think is correct by pressing the appropriate button on their controller. If the guess is correct, a short tune will play. If the guess is incorrect, an "error" tone is played. In **COMPETITION** mode, after the first correct answer is given, the clock stops and the person giving the correct answer is awarded the remaining points. In **SOCIAL** mode, each player is allowed to enter one answer until time runs out. If a correct answer is given by a player, that player receives the number of points on the clock at that moment. The game ends after the last question has been asked in the last round.

If the computer catches a player holding a button down on his controller at the time a question appears on the screen, that player's score will be replaced with the word "**CHEAT**" and his controller will be disabled for the duration of that question. This is to prevent a player from trying to answer a question he hasn't yet seen.

Game play can be paused at any time by pressing the **SPACE** bar on the keyboard. Play can be resumed by pressing the space bar again.

## ***Lightning Bonus Rounds***



Rounds 4, 7, 11, 15, and 19 are Lightning Bonus Rounds. Here the computer randomly selects a player who is given 20 seconds to answer up to ten questions. Because this is very quickly paced, no time is taken to display the correct answer. As soon as the answer to one question is received, a new question appears. The white scoring area keeps track of the number of questions given, number of correct answers received, current point value for the current question, and total accrued points for this lightning round. When one player's 20 seconds are up, the computer selects another player, and repeats this until all players have had a turn in the Lightning Bonus Round.

## ***Report Card Intermission***

Every two rounds a Report Card is presented on the screen. Each player's score is displayed, along with a comment on their progress. This short intermission is accompanied by music. If you wish to skip the Report Card and continue play, press any button on controller #1 once the Report Card begins, and Party Quiz will resume play.

*PLEASE  
OPEN  
THIS  
SECTION*

## **P.Q.U. Dean's List**

The P.Q.U. Dean's List is a high score screen, showing the initials of the top 10 scorers and their scores. If a player's score at the end of the game is within the top ten scores of the current Party Quiz session, that player is asked to enter her initials. This is indicated by that player's number flashing next to her score. The player can enter her initials by using her controller. Pressing button #1 rotates the letters up through the alphabet; pressing #2 rotates backwards through the alphabet. When the desired letter is reached, pressing button #3 locks that letter in, and the cursor moves to the next position. Button #4 acts as a backspace, allowing players to back up and change mistakes. All players scoring high enough can enter their initials simultaneously. Initials must be entered while the players' numbers are flashing on the screen.

## **Controller Diagnostic Screen**

Pressing the Atari **SELECT**, the Commodore **F5** or the Apple 2 key while the title screen is displaying will start the Controller Diagnostic Test. This is to be used if you would like to check the operation of the game controllers. On screen will appear a table listing the four controls, followed by a single digit. This digit is the number of the button that is being pressed on that control. If nothing appears on the line next to a controller number, a control may not be connected properly.

Pressing each button on each control should cause the number of the button being pressed to be displayed on the line for that controller. A zero will appear if no buttons are being pressed. If the proper number is not displayed when a controller button is pressed, the controller is not operating properly. You should:

- Check all connections between the control, the interface, and the computer.
- Press the Atari or Apple **RESET**, or the Commodore **F1** key. This will return you to the title screen, and will also cause the program to try to correct any controller malfunction.
- Return to the diagnostic screen (press Atari **SELECT**, Commodore **F5**, or Apple 2).
- Test the control again. If the control still malfunctions, it may need to be replaced.

You can return to Party Quiz by pressing **RESET** (Atari or Apple) or **F1** (Commodore).

HAVE FUN!

## **Party Quiz Questionnaire**

Congratulations on the addition of Party Quiz to your home library. Party Quiz adds a new dimension to your personal computer—Involving the guests at your next party in a competitive stimulating game of mental skill. To maximize the future entertainment and educational opportunities of this system we ask that you complete this questionnaire after you have played the game. Your assistance will help us to appraise our product, and provide the guidance for the next generation of software.

- 1. What was the condition of the package when received? (Rate on a scale of 1 to 10—with 10 being a "very good" rating.)**

Quick Response Controllers      Packaging      Interface Module

Program Disk      Question Library Disk      Gamer Guide

- 2. Additional data diskettes (questions) will be available in Fall, 1984 at a list price of \$24.95. Please indicate below your level of interest in the following subjects (1 to 10)—with 10 being highest interest.**

Gen. Edition II      Gen. Edition III      Sports      Entertainment      Educational

- 3. Please rank below any specific subjects you would like to see available as question disks in the future. (1 to 10).**

Movies      Famous People      Vocabulary      Television

Mensa Questions      Other (Describe)

- 4. Where did you first hear of Party Quiz?**

Magazine Review      TV Ad      Saw at friend's house      Newspaper Ad

Store Salesman      Magazine Ad      Catalog Ad      No advance knowledge      Other

- 5. Did you receive Party Quiz as a gift? If yes, skip to question 8.**

Yes      No

- 6. Rate the following factors which influenced your Party Quiz purchase decision (1 to 10)—with 10 being most important.**

Eliminates keyboard captivity      Allows up to 4      Player/Team Play

Ability to Personalize Game Play Options      Ability to Set Response Times

Ability to Set Individual Player Handicaps      Multiple Choice Answers

Pause During Game Play      On Sale      Price Was Right      Best Overall Game Play

**7. Where did you purchase your Party Quiz system?**

<u>Dept. Store</u>	<u>Computer Store</u>	<u>Discount Store</u>	<u>Software Store</u>	<u>Audio Store</u>
<u>Electronic Store</u>	<u>Drug Store</u>	<u>Catalog Showroom</u>	<u>Direct Mail</u>	<u>Other</u>

**8. If received as a gift, please indicate who made the purchase.**

<u>Male</u>	<u>Female</u>	<u>Age</u>
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**9. Do you presently own another computer trivia game?**

<u>Brand Owned</u>	<u>None</u>
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**10. Would you recommend Party Quiz to a friend?**

<u>Yes</u>	<u>No</u>	<u>Comments</u>
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**11. How many other computer software titles have you purchased in the last 12 months?**

<u>1-2</u>	<u>3-5</u>	<u>6-10</u>	<u>11 or more</u>
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**12. Hours per week computer is used?**

<u>1) 0-3 hrs.</u>	<u>2) 4-8 hrs.</u>	<u>3) 8-12 hrs.</u>	<u>4) over 12 hrs.</u>
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<u>Game Play</u>	<u>Personal Productivity</u>	<u>Educational Use</u>
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<u>Business Applications</u>	<u>(Check all applicable)</u>
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**13. Brand of computer owned?**

<u>Apple</u>	<u>Commodore</u>	<u>Radio Shack</u>	<u>Atari</u>	<u>IBM</u>	<u>Other</u>
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**14. Length of time computer owned?**

<u>Under 3 Months</u>	<u>Under 6 Months</u>	<u>Under 1 Year</u>	<u>Over 1 Year</u>
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**15. Brand of Disk Drive Owned?**

<u>Apple</u>	<u>Percom</u>	<u>Rana</u>	<u>Atari</u>	<u>Commodore</u>	<u>Trac</u>	<u>Indus</u>	<u>IBM</u>	<u>Other</u>
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**16. Additional Comments**

**17. Optional Warranty Registration**

<u>Name</u>
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<u>Address</u>
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<u>City</u>
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<u>State</u>
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<u>Zip</u>
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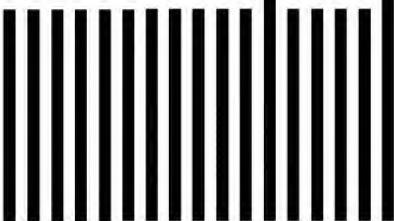
NO POSTAGE  
NECESSARY  
IF MAILED  
IN THE  
UNITED STATES

**BUSINESS REPLY MAIL**

FIRST CLASS PERMIT NO. 137 WHEELING, IL 60090

POSTAGE WILL BE PAID BY ADDRESSEE

**Suncom**  
260 Holbrook Drive  
Wheeling, Illinois 60090



# **PQ**

## *The Party Quiz Game™*

### *Limited Warranty*

#### **Hardware**

Suncom, Inc. warrants to the original purchaser that your PQ hardware components will remain free from defects in materials or workmanship for a period of one year following purchase date. If any such defect is discovered within the warranty period, Suncom will, at its sole option, repair or replace your PQ hardware components free of charge. Send the defective component, postage pre-paid, with proof of purchase to: Suncom, Inc., Warranty Reception Center, 260 Holbrook Drive, Wheeling, IL 60090.

The warranty applies only if your product is used in a normal fashion, prescribed by its instructions and those for your computer. It is void if the product is abused, tampered with, used unreasonably, or fails as a result of normal wear.

#### **Software**

Suncom, Inc. warrants to the original purchaser that the software program enclosed will remain free from defects in media or coding for a period of 30 days. If the diskette enclosed should fail to boot properly during the first 30 days following purchase, return it to Suncom for free replacement. If the program should fail to boot properly after the first 30 days, return it and a \$5.00 service fee to: Suncom, Warranty Reception Center, 260 Holbrook Dr., Wheeling, IL 60090 for replacement.

This warranty is in lieu of all other warranties, expressed or implied. All warranties are limited to a period of one year from date of original retail delivery. Suncom, Inc. is not liable for incidental or consequential damages of any kind. Some states do not allow limitations on how long implied warranties last or the exclusion or limitation of incidental or consequential damages, so the above limitation may not apply to you. This warranty gives you specific legal rights and you may have other rights which vary from state to state.